

NUS-NSGE-USA

SHADOWGATE®64

TRIALS OF THE FOUR TOWERS



INSTRUCTION BOOKLET



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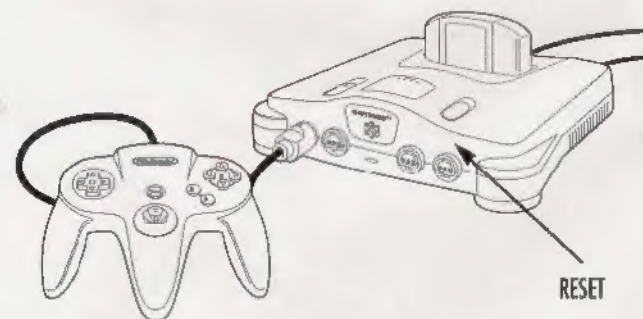
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GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON

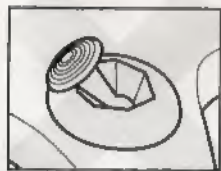
- Turn the POWER OFF on your N64®
- Insert the Game Pak into the slot on the N64®. Press firmly to lock the Game Pak in place.
- Turn the POWER switch ON. After the appearance of the title screens, you may bypass at any time by pressing START.



CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional +Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

SHADOWGATE®64

TRIALS OF THE FOUR TOWERS

Welcome to the World of Shadowgate 64!

A decade ago KEMCO amazed the video game world and thrilled gamers with Shadowgate for the NES. Now working with Infinite Ventures, KEMCO introduces Shadowgate 64, the incredible sequel to the original, breakthrough adventure, featuring stunning 3D graphics and an immersive story line.



If you have never played the original Shadowgate, you're in for an entertaining experience. Shadowgate 64 is a puzzle-packed, fantasy-adventure that you explore in the first-person perspective. You are Del Cottonwood; a carefree Halfling caught up in a monumental battle between good and evil. Your goal is to escape from Castle Shadowgate, but first you'll have to pass through four treacherous towers and survive the horrible secret inside the Chamber of Holding. One wrong move or lapse in judgement and you'll pay the ultimate price. Only your wit and cunning can destroy the ancient Evil that once again threatens the land of Kal Torlin.

CONTENTS

Introduction	6
Controller Configuration	8
Start Your Adventure	9
Game Screens & Controls	10
Make Your Escape	14
Objects	16
Characters	18
Shadowgate Compendium	22

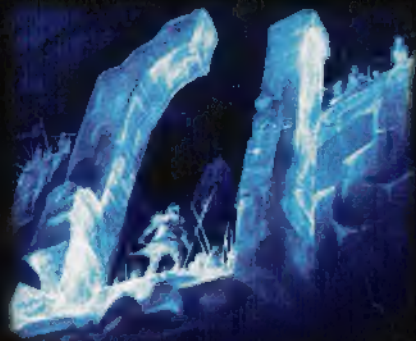
Join the Circle!

We invite you to become part of the world of Shadowgate by joining the Circle, the official online society of Shadowgate. Read more stories about Shadowgate, delve into the characters' past, find product hints and learn more about future Shadowgate games. Just point your browser at <http://www.shadowgate.com/sg64>. We look forward to welcoming you into the Circle.

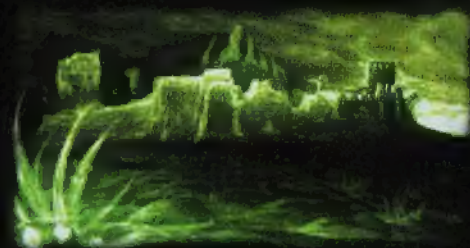
INTRODUCTION

Long ago powerful sorcerers, mighty warriors, and mythical beasts walked the land. In the kingdom of Kal Torlin, a fierce battle raged between the noble King Aronde and the ancient Evil, a dark sorcerer

known as the Warlock Lord. Tempered steel and courageous knights were no match against his black magic, and soon the kingdom

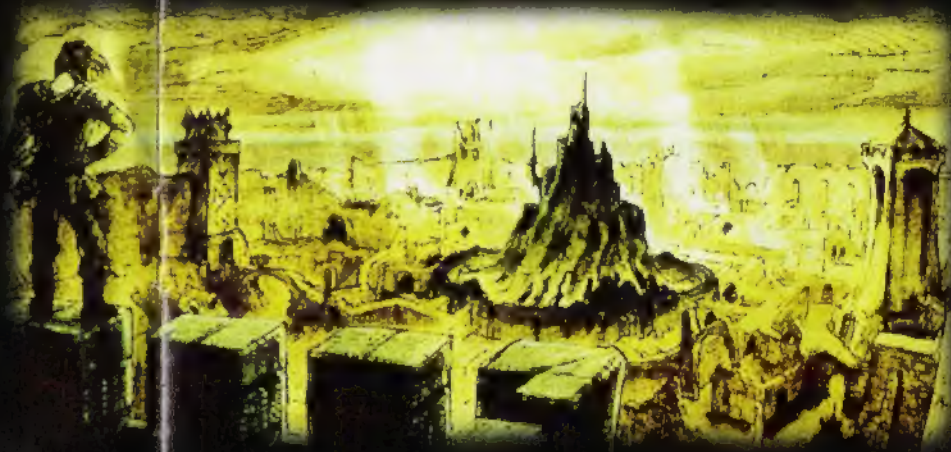


teetered on the brink of annihilation. In desperation, the king summoned the master wizard Lakmir to thwart the Warlock Lord's plans of destruction. The wizard guided a young warrior, Jair, to his birthright – the legendary Staff of Ages. With its power in hand, Jair vanquished the Warlock Lord, banishing him within the magical castle of Shadowgate. In recognition of his valor, Jair was first named Lord of the Westland and then eventually the king of all Kal Torlin. The timeless wizard Lakmir took up residence within the castle, a sentinel against the escape of the imprisoned Evil.



One hundred years have passed since Lakmir's footsteps echoed through Shadowgate's darkened halls- the once-proud edifice, now reduced to crumbled ruins by years of neglect. Treasure hunters plunder the recesses deep within the keep's chambers, while thieves and raiding parties prey on the unsuspecting caravans crossing the nearby hills.

It's on this day that Shadowgate's dungeon greets a new resident; a young Halfling named Del Cottonwood, the sole survivor of a caravan raid. Escape and death are the only options in the damp cells beneath the castle. Armed with his wits, Del is determined to find freedom.





CONTROLLER CONFIGURATION



Main Game Controls

Control Stick---View (Push up/down to look up/down, push left/right to turn left/right)

C---Move (Press up to move forward, press down to move back, press left or right to side step)

A---Look, speak, examine

B---View item/book screen (Press the left and right C buttons to switch between items and books. Use the A Button to turn book pages or the B Button to cancel.)

Z---Crouch

START---Open Options menu

R---View Map screen (Press Bottom C to see the next map or Up C to see the previous map.)

START YOUR ADVENTURE

Before you insert your Game Pak, make sure the power is off on your Nintendo 64. Insert the Shadowgate 64 Game Pak into the slot on top of the N64. If you intend to save your game or load a saved game, insert a Controller Pak into your controller. Turn on the POWER and enjoy the opening demo sequence. You can skip over the demo by pressing the START Button.

Press START to display the Title Screen. If you're starting a new game, select NEW GAME. If you're picking up your adventure from where you last saved your game and your Controller Pak is in your Controller, select CONTINUE and press the A Button.

How To Save And Quit Your Game
As long as you're not defeated, you can save your game data at any point during your adventure. Press START to display the game options menu. Highlight SAVE and press the A Button. If you have a Controller Pak in your Controller with at least thirty pages of memory, your progress will save on the Controller Pak. Highlight the QUIT option to leave the game.

You can learn more about the SAVE and LOAD commands on page 13.



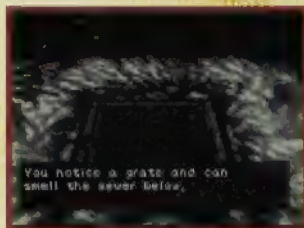


GAME SCREENS & CONTROLS

As you explore, you see exactly what Del sees in his world. You can change your view and look around by moving the Control Stick.

Exploring the Castle

As you look around, you'll eventually spot something that needs investigating. Move the Control Stick until the object that you want to check out is in the center of your screen.



With the item in front of you, press the A Button to examine or speak to it.

Depending on what the object is, you'll see a message box on the screen.

Depending on what the object is, you'll see a message box on the screen.

Message Boxes

Message boxes contain information about the object that you're looking at or a message from another character in the game.

Depending on which button you press, you can also access the following menus:

Inventory/Book screen

Select and use an item from your inventory.

Map screen

Find out where you are on your map.

Menu window

Save, Load, Exit or adjust the Options in your game.

Inventory

Press the B Button during the game to display the items in your inventory. Depending on what the item is, you can examine, use or wear it.

Inventory

To select an item, use the Control Stick to move the cursor over the item you want to use. To use or wear the item, press the A Button.

Return to your adventure by pressing the B Button.





MAP

The Map will show you where you are and where you have explored. The red room on the map indicates your present location.

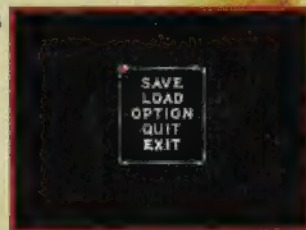
You can look at the map by examining it on the Inventory Screen or by pressing the R Button.



Option Menu

The Option Menu allows you to Save, Load, Quit or Exit your game. You can also adjust the background music volume, brightness and control style by selecting the Options command.

To open the Option Menu, press the START Button during your game. Highlight one of the five commands and press the A Button. Press the B Button to leave the Option Menu.



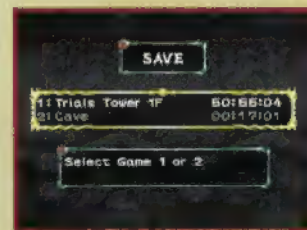
SAVING AND LOADING YOUR ADVENTURE



If you have at least thirty pages of empty memory on a Controller Pak, you can save the progress of your game on one of four files. Saved files can be loaded and played whenever you want to continue your adventure.

Save

To save your game, press START, select the SAVE option and press the A Button.



Load

To restart your adventure from the last place you saved your game, press START and select the LOAD option. Highlight one of the four saved files on your Controller Pak and press the A Button to load the game.

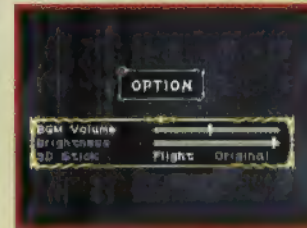


Continue

If you're defeated, you will return to the title screen. If you wish to continue from where you last saved your game, select the CONTINUE option and press the A Button.

Option

Select the OPTION command if you want to adjust the background music volume, screen brightness or Control Stick settings.





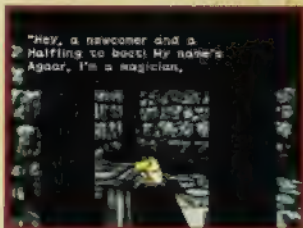
MAKE YOUR ESCAPE

You won't live long or get far unless you can solve the puzzles in Castle Shadowgate. Making mistakes or overlooking minor details will often have fatal consequences, especially in the most dangerous chambers inside the keep. Your best and only weapon is your wits. Plan your moves carefully and remember to save your game often.



A Puzzle Sample (how to escape from the dungeon)

- 1** Pick yourself up off the floor and examine your surroundings. Find out more information by talking to the prisoner in the next cell.



Castle Shadowgate

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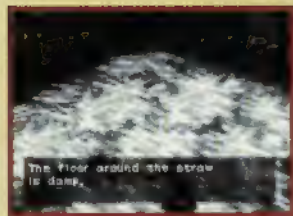
Castle Shadowgate

Castle Shadowgate

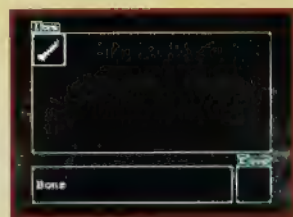
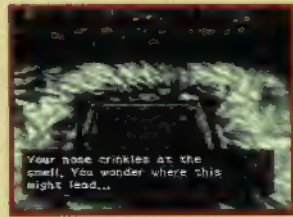
Castle Shadowgate

Castle Shadowgate

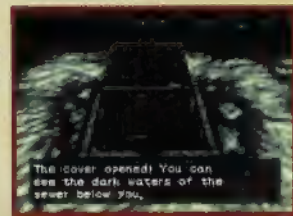
- 2** The guard arrives with a meal. Eat it and take the bone. Examine the straw bed. Why is the straw cold and damp?



- 3** Pushing away the straw, you uncover a forgotten metal grate. It is too heavy to lift with just your fingers. If only you had a lever of some sort.



- 5** You pry the grate up with the bone! You can hear the water and smell the stench from the sewer below, but it beats staying in your cell. Time to make your escape!





INVENTORY

Most items in the game, even some of the ordinary objects, are essential for completing your quest. If you are stuck, try experimenting with the items in your inventory; you'll probably find a new use for some mundane object that you've been lugging around.



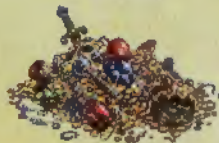
The Ring of the Dead

An ancient magical device crafted by the powerful Lakmir the Timeless himself!



Books

Reading the dusty tomes strewn about the castle will unlock many secrets.



Treasure

The treasure hunters would pay dearly to find this booty!



Elixirs and Potions

Mix the correct chemicals to reveal hidden secrets.



Keys

Collect keys to unlock the chambers inside Shadowgate.



Staff of Ages

This legendary staff, once wielded by the hero Lord Jair, holds the power to defeat the Warlock Lord.



Pixie Flute

This ancient, magical artifact may hold the key to your escape.

Dragon Flute

The ancient means to control and command dragons.



Map

Press the R Button to see where you're at on the map.

CHARACTERS

Castle Shadowgate is crammed with danger and surprises, and you'll meet many inhabitants (both living and dead) as you unravel the mysteries enveloping this immense keep. Many of these eccentric characters are uncooperative, but if you find a way to earn their trust, they'll help you on your quest.



Del

You'll assume the role of the Halfling Del Cottonwood as you explore Castle Shadowgate. A free spirit off to seek his fortune, Del found himself waylaid and thrown into the dungeon beneath the castle.

Lakmir

The legendary and mysterious sorcerer, Lakmir is best remembered for his role in mentoring the young Lord Jair in the ways of defeating the evil Warlock Lord. After Lakmir died, the castle fell into ruin. Some, however, whisper that Lakmir isn't dead, but rather that he sleeps the Wizard Sleep in order to be ready for when he is needed again.



Belzar

One of Lakmir's former students, Belzar bathed in the dark waters of black magic until the evil saturated his soul. Belzar is determined to free his master, the Warlock Lord, from the Chamber of Holding to exact his revenge upon the land.



The Warlock Lord

Known by many names, the Warlock Lord is hated and feared by all races. The powerful magical wards of Castle Shadowgate bind his spirit and power from the people of Kal Torlin.



INHABITANTS OF THE CASTLE



Seeress

The Seeress makes her living at the Inn telling visitors their fortunes. She is the reason you are alive and has a purpose for you!



Agaar

Agaar the magician came to Castle Shadowgate to learn Lakmir's magical secrets, but now he's held captive in the dungeon. The magician seems resigned to his dismal fate. It would take a miracle to save him.



Treasure Hunters

These seekers of fortune have excavated much of the grounds around the castle, so it pays to watch your step.



Dungeon Keeper

The Dungeon Keeper is the bane of every prisoner held in Castle Shadowgate.



Dwarfven Soldiers

These deadly members of the Black Guard are the personal troops of Belzar. Their gleaming battleaxes are sharper than their wits.



Modor

Modor is the owner of the Inn inside the castle. While Modor knows many things about the castle, he doesn't trust strangers, especially Halflings.

SHADOWGATE COMPENDIUM

Kal Torlin

Once a land known for its peace and prosperity, Kal Torlin has fallen into ruin and despair. An ailing King sits upon the throne and the very heart of the kingdom, Shadowgate, now serves as a den for thieves and those seeking their fortunes.

Westland

The vassal lands to the west is known as the Westland- a loose collection of barons and dukes who swore allegiance to the king of Kal Torlin centuries ago. In recent years, the Westland has eroded into dozens of factions controlled by corrupt robber barons and thugs.

The Circle of Twelve

Long ago Lakmir, along with his brother Talimar, gathered the powerful mages of the times and formed a brotherhood. They were called the Circle of Twelve and were a force for good to the developing races. But then Talimar turned against his brethren and destroyed the noble ambitions of the enclave.

Castle Shadowgate

This mysterious castle has long been a part of myth and legend. It is said to have been created by the combined might of the Circle of Twelve to serve as a place of learning. This living castle houses many secrets.

The Chamber of Holding

This ominous building, placed in the center of Shadowgate, contains the magical essence of the Circle of Twelve. It is the only place in all of the lands with the power to hold the Warlock Lord imprisoned.

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